

I am not against the idea of securing content against theft... if it would really be possible. However, the way digital devices work is that at some point, for the viewer to see/hear the content it must be presented on screen or in speakers. There is software that is legal (and for reasons of production of media content... must remain legal) that allows capture of the actual digital bits (after the content data is already uncompressed, un-ciphered, etc...) that make up what you can see or hear (as it goes to a monitor/speakers) ...

So unless we can no longer see or hear the content... we will always be able to easily make perfect copies (of raw output data). So it is a waste of time and money to try and stop the copying with technology that works at any of the signal or content data stream level. It will just make everything more expensive while not securing the content.